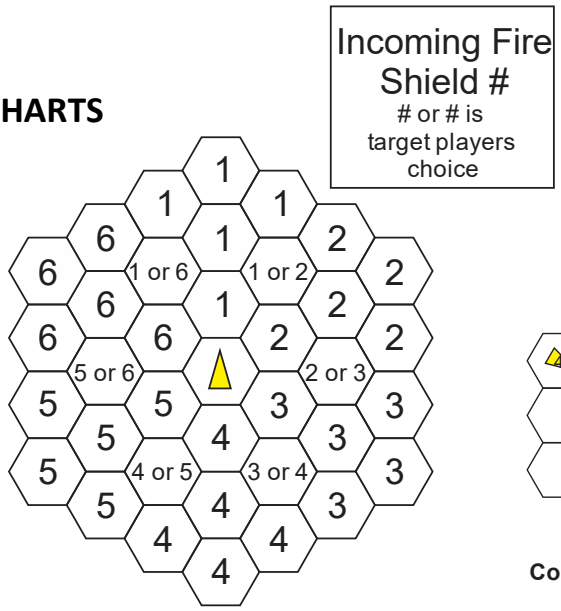
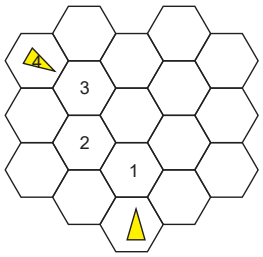
ATOMIC ASSAULT MULTIPLAYER GAME CHARTS





Counting Hexes to Target

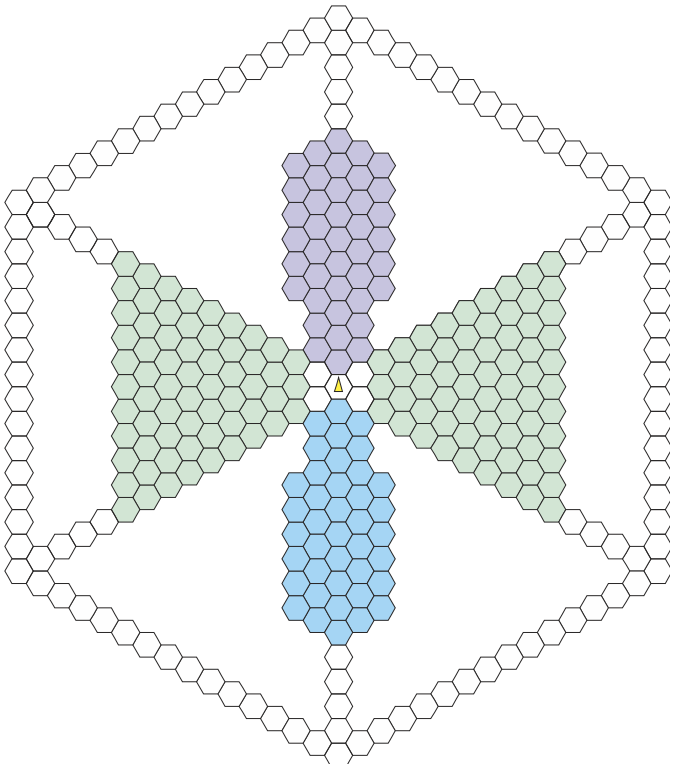
Turn Sequence

1. **Plot Movement**
2. **Move Ships**
3. **Plot / Assign Shooting**
4. **Assign Damage**
5. **a. Critical Hits**
   b. Structural Integrity Checks

Movement Impulse Chart

Ship Speed	1	2	3	4	5	6	7	8
Impulse 1					1	1	1	1
Impulse 2				1		2	2	2
Impulse 3			1		2			3
Impulse 4		1		2		3	3	4
Impulse 5	1		2		3		4	
Impulse 6		2		3		4	5	5
Impulse 7			3		4			6
Impulse 8				4		5	6	7
Impulse 9					5	6	7	8

Weapon Type		Shooting Range
Laser 360°		Range 1-15
Torpedoes (Left & Right)		Range 2-10
Railgun (3 wide straight ahead)		Range 1-10
Battleship only Rear Railgun		Range 1-10



Ship Type	Victory Point	Movement	Size Class	Lasers	Torpedoes	Railguns
Battleship	80	4	1	6	6	2
Heavy Cruiser	60	5	2	4	6	1
Light Cruiser	45	6	3	3	4	1
Destroyer	35	8	4	2	4	1